

Watch Out For Double 1's!!

2 players minimum

2 dice minimum

Goal: First to 100

Player 1 rolls the 2 dice, adds them up, & counts that as his/her score. Player 1 can choose to risk rolling again or "SAVE" the score & have Player 2 roll. If Player 1 chooses to roll again, he/she again adds the total of the dice to his/her previous total. This continues until Player 1 chooses to "SAVE." If a 1 is rolled, the player goes back to his/her previous saved score or zero if there is no saved score. If the player rolls double 1's, the player goes all the way back to 0 - not to a saved score. The goal is to be the first to reach 100.

Variation for older children - have them multiply the dice & use 1000 for the goal.

Start at 100 -add dice together still, but subtract to be the first player to 0.